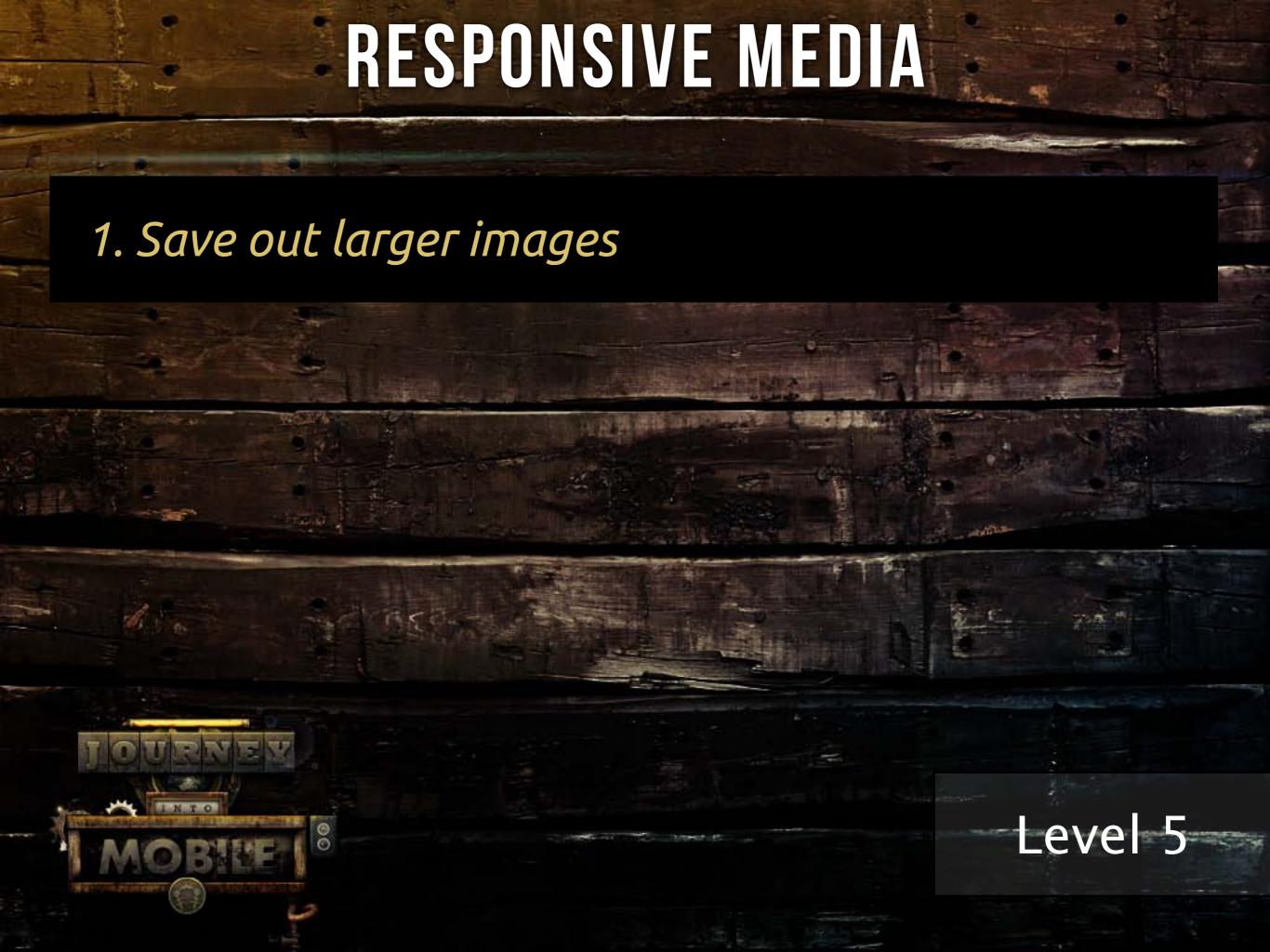






The Nautilus is a masterpiece containing masterpieces. Here are the several dimensions of the boat you are it is an elongated cylinder with conical ends. It is very like a cigar in shape, a shape already adopted in London several constructions of the same sort. The length of this cylinder, from stem to stern, is exactly 70 meter and its maximum breadth is eight meters. It is not built on a ratio of ten to one like your long-voyage steamed but its lines are sufficiently long, and its curves prolonged enough, to allow the water to slide off easily, and oppose no obstacle to its passage. These two dimensions enable you to obtain by a simple calculation the surface and cubic contents of the Nautilus. Its area measures 1011.45 square meters; and its contents 1,50 cubic meters; that is to say, when completely immersed it displaces 1500.2 cubic meters of water, or 1500.2 metric tons.





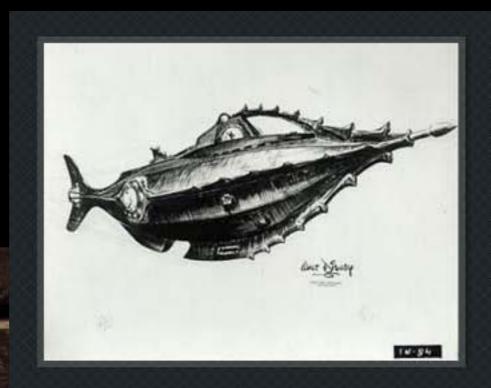


2. Use max-width

```
img {
  max-width: 100%;
}
```

2. Use max-width

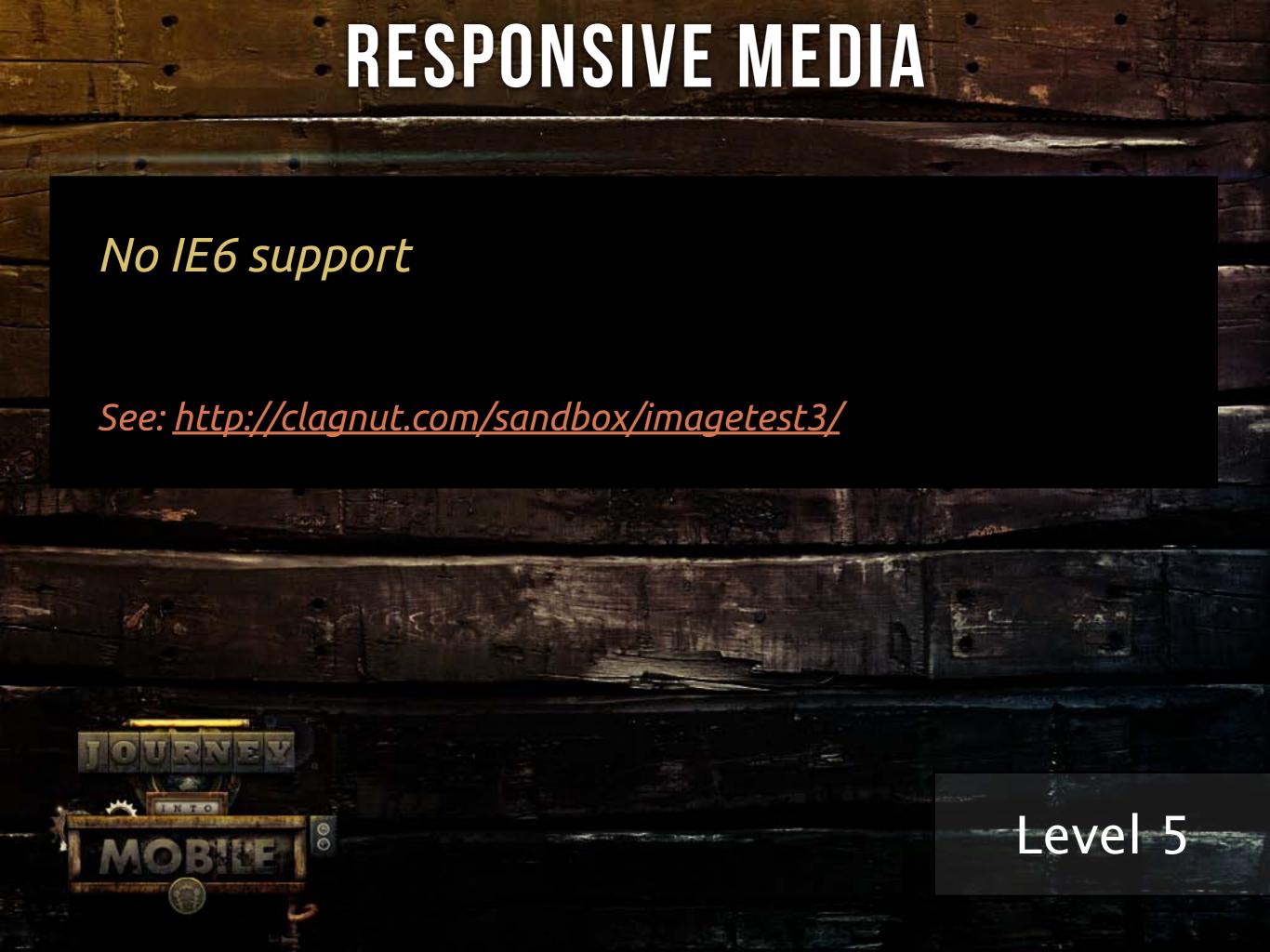
about img {
 width: 29.6875%;
}



The Nautilus is a masterpiece containing It is an elongated cylinder with conical error in several constructions of the same so and its maximum breadth is eight meter but its lines are sufficiently long, and its oppose no obstacle to its passage. The surface and cubic contents of the Nautil cubic meters; that is to say, when componentic tons.



RESPONSIVE MEDIA img, embed, object, video { max-width: 100%; Level 5



Responsive Media on Windows

- Prior to Windows 7, poor max-width support
- Specifically on Firefox 2 & IE7
- Use AlphaImageLoader

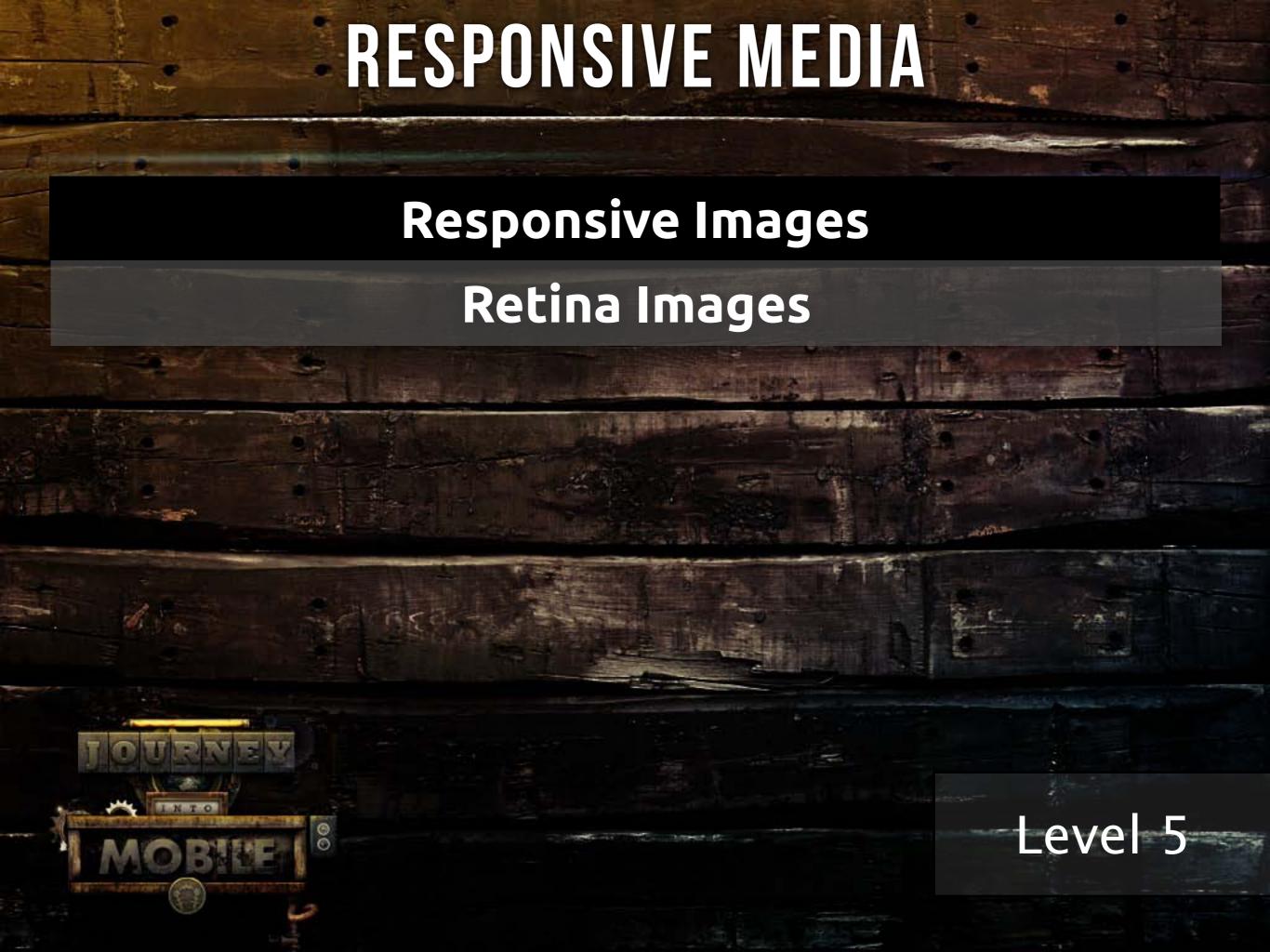
http://msdn.microsoft.com/en-us/library/



More Robust Options

- FitText to make font-sizing flexible: [http://fittextjs.com/]
- Lettering.js for more robust control over your typography: [http://letteringjs.com/]
- FitVids.js for flexible, responsive videos: [http://fitvidsjs.com/]







Retina Images = 1.5x - 2x the pixel density

Double the image size?



Use Media Queries



```
@media
only screen and (-webkit-min-device-pixel-ratio: 1.5),
only screen and (min-device-pixel-ratio: 1.5) {
   /* Styles */
}
```



logo.png 200px

logo@2x.png

400px

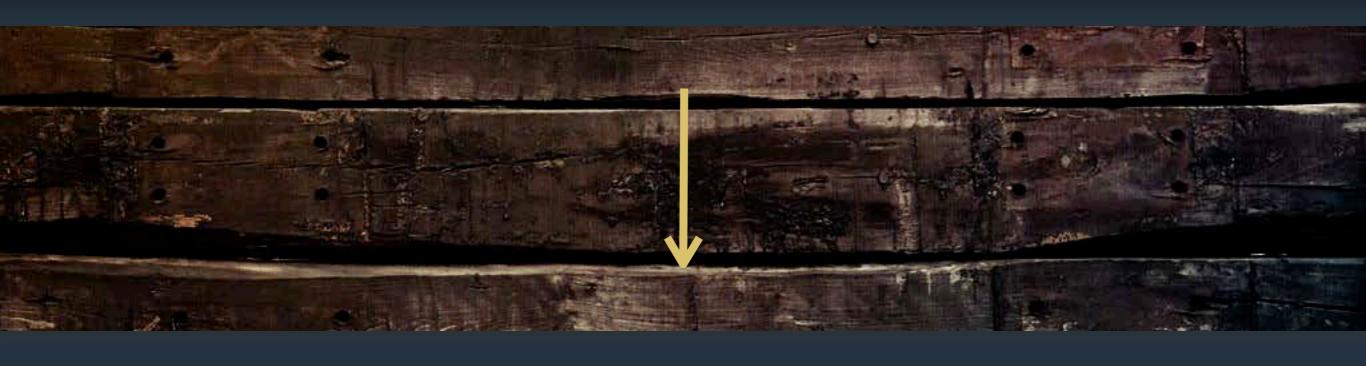




RETINA IMAGES /* ORIGINAL CSS */ .logo { background-image: url(images/logo.png) no-repeat; Level 5

```
@media
only screen and (-webkit-min-device-pixel-ratio: 1.5),
only screen and (min-device-pixel-ratio: 1.5) {
  .logo {
    background-image: url(logo@2x.png);
    -webkit-background-size: 12px 16px;
    background-size: 12px 16px;
              background-size equal to the size of the original image
                  fills the container with the higher res image
                                                   Level 5
```

9 MAP IT



9 MAP IT

BUT WHAT ABOUT FILE SIZE?

PictureFill - created by Scott Jehl

http://scottjehl.com/picturefill/

Creates <picture> element

specify different image sizes to be served by different devices

```
<picture alt="Our Alternate Text">
   <!-- Smallest size first - no @media qualifier -->
   <source src="content-image.jpeg" />
   <!-- Large size - send to viewports 800px wide and up -->
    <source src="content-image-lrg.jpeg" media="(min-width:
    800px)" />
   </picture>
```

```
<picture alt="Our Alternate Text">
  <!-- Smallest size first - no @media qualifier -->
  <source src="content-image.jpeg" />
  <!-- Large size - send to viewports 800px wide and up -->
  <source src="content-image-lrg.jpeg" media="(min-width:</pre>
 800px)" />
<!-- Fallback content for non-JS or non-media-query-
supporting-browsers -->
  <noscript>
    <img src="content-image.jpeg" alt="Our Alternate</pre>
 Text" />
  </noscript>
                         when javascript is disabled
</picture>
                                                        LEVEL 5
```